

N I N T E N D O[®]

POWER FLASH

SUMMER 1990

Fiends of Earth, Air, Fire and Water, prepare to meet your doom...this is the

FINAL FANTASY[™]

Get ready for Final Fantasy — the brand new Role Playing Game that takes you across oceans, continents — even time itself — in an adventure that's bigger and better than anything you've ever seen.

Now four destinies are yours to control. In Final Fantasy you're not just one warrior, you're a party of four. It's up to you to choose the members of your party and their strengths.

But choose carefully and choose wisely. The warriors and magicians you choose will have to fight as a team if they are to win through to

their final goal — nothing less than the destruction of the evil Black Orb.



FOUR BRAVE WARRIORS SET OUT

The legend of the Black Orb.

Forged in the deepest pits of malevolence before time began, the Black Orb is evil incarnate. To earn the right to battle that evil, each warrior must restore the power to the orb he carries.

To do that the four heroes must defeat the fiends of Earth, Air, Fire and Water. Each fiend waits in his special lair, well-protected by monsters, wraiths, foul undead creatures and other loathsome beings. Only when all four fiends have been defeated can the power of the Black Orb be challenged.



A FIGHT FROM THE DEPTHS



A MAP OF THE WORLD

weapons and armor. Others, white and black magic spells. Remember, it's not only the skills you have, but how you use them.

Start in Conero, the Dream City. In Final Fantasy, you will visit many towns, talk with many people, purchase many items.

Conero is the first town, and it's the perfect place to learn how things work. The people here have clues for you. The stores contain valuable items. And the King can tell you what you must do first on your quest so he can build a bridge that lets you enter the bigger world outside.



CONERO, CITY OF DREAMS

Sail the oceans in the pirates' ship. In the Town of Provoka you'll meet Bikke the Pirate. He won't let you go without a fight. However, it is important that you defeat him for two reasons. Firstly, because you are the good guys, and defeating villains is what you do. Secondly, because when you beat the pirates you will acquire their ship. It will take you to new and wondrous places across the ocean.

Later, you'll acquire a device that will let you travel the rivers. You will even find and fly a legendary airship that will let you soar across the sea to the perilous North Continent. In Final Fantasy, the excitement never ends.



SOIL THE AIRSHIP TO NEW LANDS

The next level of power. After you have achieved a high enough experience level your party members will grow up and become adult warriors. You will need all of your newfound strength because to find the master of the Black Orb you will have to travel 2,000 years into the past, to a time when his strength was at its greatest.

Yes, the challenge of Final Fantasy is a long and difficult one. And you'll enjoy every moment.

YOU
COULD
WIN
FINAL FANTASY[™]
OR NES PLAY ACTION[™]
FOOTBALL[™]
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PRO'S CORNER

SUPER MARIO BROS. 3

Look up for I-Ups.

There are many places where you can fly up to find coins and blocks with I-Up mushrooms in the sky. In fact, there's one right at the beginning of the game, in World 1-1.

First, find and get the mushroom that

makes you Super Mario in the first screen. Then, move to the right and stamp the Red Koopa. But don't kick it away. Instead, pick it up and throw it at the "7" block on the ground to release a Rocoon Mario feather.

Now, run to the right pressing the A button rapidly. Take off just before the first chasm and find coins and a block in the air. Hit the block and take your I-Up mushroom.

Big treasure from tall pipes.

As you continue on, you'll come to a very tall pipe. Fly up to the top of the pipe and press down on the controller. Down into the pipe you go for a big haul of gold coins. (Look closely at the shape the coins form. A clue?)



JUMP TO SERVE



JUMP TO BLOCK

SUPER SPIKE V'BALL™

In many ways this is a very simple game — keep the ball in the air when it's on your side of the net — spike it to the ground on the other side. Simple to say. Not so simple to do.

There are two main requirements. You have to have a very sharp eye to judge where the ball is going. And you have to have super reflexes to react in time.

Jump to victory.

While the Super Spike is your main weapon, the

B button (the one you press to jump) is very important as well.

When you go to serve, jump up and hit the ball in the air for a powerful attack. But be careful. If you get too much "top" on it, you'll hit it into the net.

Another place you can put the B button to good use is when your position sets up just in front of the net. If you stand right in front of the net yourself and jump just before your opposite number does, you're practically assured of a successful block and a point.

PINBOT

Rock up your points fast.

When the ball enters the upper part of Pin Bot, just off the ramp, use the Select and Start buttons to "shake" the game (like you might with a real pinball machine). You can coax the ball back down the starting chute so it comes to rest against the plunger. Now you can launch the same ball again, increasing your Vortex multiplier value and building up your score in a hurry.

More ways to more points.

Once you've raised your

Vortex multiplier factor to the max, take advantage of it with this simple trick.

First, pull back on the plunger about one-third of the way. Then, when the ball is in the Vortex, use the same "shake" technique — pressing Select and Start quickly — to guide the ball into the hole in the middle of the Vortex. Repeat at will.



USE START AND SELECT TO SHAKE PINBOT

TETRIS

A shift to the right.

Many of the Tetris "tricks" — especially the long, straight four-block Tetrad — tend to shift to the right of the screen when rotated. This isn't so important when you first start your game but as you build up your points and reach higher levels, the action gets faster and tougher.

If you get into the habit of building up your screen to the left side, the automatic tilt to the right will work in your favour when you have no time to think about your next move.

Plugging "unpluggable" holes.

There are times when you create a hole in your structure that seems totally unpluggable. (And sometimes it really is.)

However, with some really tricky control work, some of those gaps can be filled just like magic. Check out the screen shots shown here. The trick is to have a gap — and shape — that mesh perfectly, with just enough room to rotate the Tetrad. But remember — it's all in the timing.



A TIGHT ONE TO FILL



PRESS DOWN



YOU'VE PLUGGED THE UNPLUGGABLE

MAIL BAG



Dear Nintendo,

I recently read in your Power Flash that you were having trouble finding the warp zone in Super Mario Bros. 3. Well, I have found one warp zone (and broken the game) that I hope you are interested in.

First go to the main fortress on World One then once inside the fortress go along until you reach the first door of the fortress. (Be sure to get your Super Mushroom or fire flower, then your super leaf so you will be able to fly before you reach the door.) Be careful not to get hit or go through the door once you reach it.

Now jump on Dry Bones and before he gets up build up your speed (he can't hurt you when he is down) and fly above the block that your super leaf came from. You will go off the screen, but keep pressing the A button repeatedly and also press right (on the control pad).

Soon the screen will begin to move. Keep pressing right until the screen stops moving. Now press up. You will fall into a storage room with no enemies. Run into the treasure chest

and you will receive a magic whistle that you can use on the map screen.

HINT: If you wait until World Two to use your whistle you can wait to higher levels.
Ryan Mills, Owen Sound, Ontario

Thanks for the tip, Ryan. We'll have some more readers' warp zone advice in the next Power Flash. However, Super Mario Bros. 3 isn't the only game that's causing a stir...

Dear Power Club,

I've been playing Nintendo for 3 years now and I've played a lot of games, but when I played the game Dragon Warrior it literally blew me away.

In all the games I played I have never seen a game with so much excitement and adventure as Dragon Warrior. I love the way it puts you in control of everything. The game is a challenge and a thrill. It kept me playing for a month straight until finally, one day, I defeated the Dragon Lord and proved I was truly the

descendant of Erdric.

To all of you who haven't played Dragon Warrior, play it! You won't be disappointed.
Adrian Pike, Mississauga, Ont.

Glad to see you've been bitten by the Dragon Warrior bug, Adrian. But are you ready for Final Fantasy?

Dear Nintendo,

I have a tip for Dragon Warrior fans. There is a cave over to the west in the mountains. If you go to the cave in the mountains you can find over one hundred gold, if you look hard enough. Make sure you have at least 5 herbs. You will need them and a torch.
Tyler Toews, Chilliwack, B.C.

And one hundred gold is nothing to sneeze at. Thanks Tyler. Keep up the quest. And thanks to everyone who has written the Power Club. We read 'em all and appreciate every one.

THE BULLETIN BOARD

As always, the number to call for game tips is (416) 252-POWER. The Hotline is open Monday to Friday, 8 a.m. to 8 p.m. Eastern Time; Saturdays from 10 a.m. to 6 p.m. For answers on equipment trouble, call collect (416) 252-GAME.

Remember to be careful when you dial the Nintendo Hotline.

To subscribe to Nintendo Power magazine, call toll-free

1-800-255-3700, 7 a.m. to 1 a.m. Eastern Time, Monday through Saturday. It's just \$21 for six big issues. And someone with a credit card will have to make the call.

One more thing... if you move, please tell us. Just clip the address label from the back of your Power Flash and send it to us along with your new address. Thanks.



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